24 Bronze Wyrmling

LEVEL 7 | AC 19 | DEF 17 | SPEED F7 | HP 60

ATTACK ACTIONS

Claw: +10 vs AC; 20 Damage

❑ **Lightning Breath:** (blast 3) +6 vs DEF (Ref); 20 lightning Damage AND push 1 square

ABILITIES

Dragon

Flight

Resist 5 Lightning

SPECIAL POWERS

❑ **Swoop:** Use only on charge; make 1 extra attack against target of that charge.

30 Dwarf Sergeant

LEVEL 8 | AC 24 | DEF 20 | SPEED 5 | HP 55

ATTACK ACTIONS

Battleaxe: +15 vs AC; 15 Damage

Shield Slam: +12 vs DEF (Fort); 10 Damage AND Dazed AND push 1 square

ABILITIES

Dwarf • Martial

SPECIAL POWERS

Martial Resolve: Martial and War allies have +2 Attack while this creature is not Bloodied.

CHAMPION 2 ❑❑

- Use when a Champion ally misses with an attack. Reroll that attack.
- Use at start of round. Until end of round, Dwarf allies have +2 AC (or +4 AC against larger enemies).

10 Standardbearer

LEVEL 2 | AC 18 | DEF 16 | SPEED 6 | HP 25

ATTACK ACTIONS

Longsword: +9 vs AC; 10 Damage

ABILITIES

Human • Martial

SPECIAL POWERS

Disrupt Orders: Enemies within 5 squares of this creature are not affected by their allies' Champion powers.

Inspirational: Use whenever an ally within 5 squares of this creature fails a save, only once per turn; reroll that save.

134 Stone Golem

LEVEL 19 | AC 30 | DEF 28 | SPEED 5 | HP 125

ATTACK ACTIONS

Punch: +26 vs AC; 25 Damage

Slam: +26 vs AC; 25 Damage AND Dazed AND push 1 square

ABILITIES

Construct

Inexorable: Can move through spaces occupied by enemies.

Ponderous: Can't shift.

+6 DEF (Fort)

Immune Petrified, Poison

Resist 5 All; Reach 2

SPECIAL POWERS

❑ **Death Burst:** Immediate, when destroyed: Attack each adjacent enemy, +26 vs AC; 20 Damage.

❑ **Crush Underfoot:** Use when this creature enters a Medium or smaller enemy's space, only once per turn; that enemy takes 15 Damage. RECHARGE when this creature is hit by an opportunity attack.

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21 Sword of Glory

LEVEL 6 | AC 21 | DEF 17 | SPEED 5 | HP 45

ATTACK ACTIONS

Two-Bladed Sword: +11 vs AC; 10 Damage

❑ **Double Attack:** Make 2 attacks.

ABILITIES

Good • Human • Martial

SPECIAL POWERS

Glory: +2 Attack against non-Bloodied targets.

❑ **To the Fray:** Minor action; shift 2 squares, must end adjacent to a Bloodied enemy. RECHARGE when this creature destroys an enemy.

16 Warforged Fighter

LEVEL 6 | AC 23 | DEF 16 | SPEED 6 | HP 35

ATTACK ACTIONS

Bastard Sword: +12 vs AC; 10 Damage

ABILITIES

Construct • Warforged • Martial

+2 DEF (Will)

SPECIAL POWERS

Dragonshard Infused: Takes 10 less Damage from and attacks (minimum 5 Damage).

❑ **Warforged Resolve:** Minor action; this creature heals 5 HP AND end 1 ongoing damage effect on this creature.

22 Warmage

LEVEL 6 | AC 18 | DEF 16 | SPEED 6 | HP 30

ATTACK ACTIONS

Spear: +13 vs AC; 10 Damage

Acid Arrow: (sight) +11 vs DEF (Ref); ongoing 10 acid Damage (save ends) AND each creature adjacent to target takes 5 acid Damage

❑ **Thunderclap:** (radius 1 within 10) +11 vs DEF (Fort); 20 thunder Damage

ABILITIES

Human • Arcane • War

SPECIAL POWERS

❑ **Wall of Earth:** Replaces attack action: Choose up to 3 contiguous, unoccupied squares within 5 squares of this creature. Until end of round, the chosen squares are considered wall terrain.

44 Young Master

LEVEL 10 | AC 24 | DEF 24 | SPEED 8 | HP 55

ATTACK ACTIONS

Ki Fist: +15 vs AC; 15 Damage

❑ **Ki Strike:** +13 vs DEF (Fort); 15 Damage AND Stunned. RECHARGE when first Bloodied.

ABILITIES

Human • Ki

+4 DEF (Will)

Defensive Acuity: +4 AC against and attacks.

SPECIAL POWERS

❑ **Burst of Speed:** Minor action; +3 Speed until end of turn.

❑ **Wholeness of Body:** Minor action; this creature heals 15 HP AND end 1 condition with a duration of (save ends) affecting this creature. RECHARGE when this creature fails a save.

CHAMPION 2 ❑❑

- Use when an ally declares an attack against a Stunned enemy: +15 Damage on that attack.
- Use after an enemy becomes Stunned. Each ally adjacent to that enemy shifts 2 squares.

13 Aramil, Adventurer

LEVEL 5 | AC 17 | DEF 15 | SPEED 6 | HP 25

ATTACK ACTIONS

Staff: +8 vs AC; 10 Damage

Magic Missile: (sight) +10 vs DEF (Ref); 15 Damage, ignore Insubstantial

❑ **Ray of Enfeeblement:** (range 5) +10 vs DEF (Fort); 10 necrotic Damage AND Weakened (save ends)

ABILITIES

Half-Elf • Arcane

Unique

SPECIAL POWERS

❑ **Circle of Forbiddance:** Replaces attack action: Until end of round, whenever an enemy moves into a square within 3 squares of this creature, that enemy takes 15 Damage (maximum 15 Damage per turn to each enemy).

16 Eberk, Adventurer

LEVEL 6 | AC 20 | DEF 20 | SPEED 5 | HP 45

ATTACK ACTIONS

Warhammer: +13 vs AC; 15 Damage

❑❑ **Spiritual Weapon:** (range 10) +13 vs AC; 15 Damage. Hit or miss, target grants combat advantage until start of its next turn.

ABILITIES

Good • Dwarf • Divine

Unique

Immune Confused

SPECIAL POWERS

Beacon: Good allies within 3 squares of this creature have Immune Confused.

❑ **Circle of Sanctuary:** Replaces attack action: Until end of round, this creature and each ally within 3 squares of it have +3 AC and +3 DEF.

7 Protectar

LEVEL 2 | AC 16 | DEF 14 | SPEED F6 | HP 25

ATTACK ACTIONS

Longsword: +9 vs AC; 10 Damage AND 1 ally within 5 squares of this creature heals 5 HP

ABILITIES

Good • Planar

Flight

SPECIAL POWERS

❑❑ **Word of Healing:** Minor action; 1 ally within 5 squares of this creature heals 5 HP.

20 Regdar, Adventurer

LEVEL 5 | AC 21 | DEF 17 | SPEED 5 | HP 40

ATTACK ACTIONS

Bastard Sword: +12 vs AC; 10 Damage

Longbow: (sight) +10 vs AC; 10 Damage

ABILITIES

Human • Martial

Unique

SPECIAL POWERS

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack.

CHAMPION 1 ❑

Warband Building: All Unique non-Evil creatures are legal in your warband.

- Use at start of round. Until end of round, Unique allies have +4 Attack and +2 DEF.
- Use when the highest-level enemy in play is hit by an attack. Until end of round, allies have +10 Damage on charge attacks against that enemy.

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27 Basilisk

LEVEL 7 | AC 23 | DEF 18 | SPEED 5 | HP 45

ATTACK ACTIONS

Bite: +15 vs AC; 15 Damage

❑ **Petrifying Gaze:** (blast 3) +11 vs DEF (Fort); Petrified (save ends). RECHARGE when first Bloodied.

ABILITIES

Beast

Immune Petrified

SPECIAL POWERS

Petrified: (Condition) Affected creature is Slowed. If it fails 1 save against this effect, it is Immobilized (save ends) instead; if it fails 2 saves, it is Helpless and has Resist 20 All (save ends both) instead.

22 Deepshadow Elf

LEVEL 7 | AC 18 | DEF 21 | SPEED 8 | HP 50

ATTACK ACTIONS

Longsword: +12 vs AC; 10 Damage

Longbow: (sight) +8 vs AC; 5 Damage

ABILITIES

Elf • Martial

Forest Walk: Forest terrain does not affect this creature's movement.

Hide

SPECIAL POWERS

❑ **Fade Away:** Use when an enemy declares a or attack against this creature; this creature has +4 AC and +4 DEF against that attack. If that attack misses, shift 4 squares.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

30 Fire Genasi Dervish

LEVEL 8 | AC 21 | DEF 21 | SPEED 7 | HP 55

ATTACK ACTIONS

Scimitar: +13 vs AC; 10 + 5 fire Damage

❑ **Blazing Dervish:** Move up to 4 squares, then attack an adjacent target: +11 vs DEF (Ref); 5 Damage AND ongoing 5 fire Damage (save ends) AND make this attack again (maximum 3 attacks per turn). RECHARGE when first Bloodied.

ABILITIES

Elemental • Genasi • Fire

SPECIAL POWERS

❑ **Control Flame:** Use when an adjacent enemy makes a save to end ongoing fire damage; that save automatically fails. RECHARGE when no enemies are affected by ongoing fire damage.

Defensive Mobility: +5 AC against opportunity attacks while moving.

42 Githyanki Renegade

LEVEL 11 | AC 23 | DEF 21 | SPEED 6 | HP 70

ATTACK ACTIONS

Silver Sword: +15 vs AC; 10 + 5 psychic Damage

Longbow: (sight) +13 vs AC; 5 + 5 radiant Damage

ABILITIES

Githyanki • Martial • Plana

SPECIAL POWERS

❑ **Astral Assault:** Minor action; teleport 5 squares, then make a attack. RECHARGE when an ally is destroyed.

Astral Stride: Replaces move action: Teleport 5 squares.

Renegade: -4 Attack while in a warband with a Githyanki ally.

42 Half-Giant Psychic Warrior

LEVEL 10 | AC 22 | DEF 22 | SPEED 6 | HP 75

ATTACK ACTIONS

Disrupting Greatsword: +18 vs AC; 15 Damage AND ongoing 10 psychic Damage (save ends)

❑ **Dissolving Weapon:** +15 vs DEF (Fort); 20 + 10 acid Damage AND target has -5 Attack on its next attack roll

ABILITIES

Giant • Psionic

SPECIAL POWERS

❑ **Extended Reach:** Minor action; Reach 2 with this creature's next attack.

Ghost Touch: This creature's attacks ignore Insubstantial.

❑ **Sliding Cleave:** Immediate, when this creature's attack destroys an enemy; make a attack. Hit or miss, this creature teleports 4 squares. RECHARGE when this creature uses Dissolving Weapon.

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29 Inspiring Marshal

LEVEL 7 | AC 23 | DEF 19 | SPEED 6 | HP 55

ATTACK ACTIONS

Bastard Sword: +10 vs AC; 10 Damage

Commander's Strike: +10 vs DEF (Ref); 1 ally adjacent to target makes an immediate attack against target

ABILITIES

Human • Martial

SPECIAL POWERS

❑ **Grant Move Action:** Replaces attack action: Each nonchampion ally this creature has line of sight to moves up to its Speed as an immediate action.

CHAMPION 2 ❑❑

- Use when an ally hits with an opportunity attack: +10 Damage on that attack.
- Use when an ally misses with a attack. Reroll that attack.

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9 Lidda, Adventurer

LEVEL 5 | AC 21 | DEF 19 | SPEED 6 | HP 35

ATTACK ACTIONS

Cutlass: +10 vs AC; 10 Damage

Shortbow: (nearest) +8 vs AC; 10 Damage

ABILITIES

Halfling • Martial • Stealth

Unique

Hide

SPECIAL POWERS

❑ **A Fool's Hope:** Use at end of round, only if this creature has ended a turn in each victory area (minimum 2); you score +15 VP.

Lurking Lidda: +5 Damage against targets occupying your victory areas.

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10 Medium Astral Construct

LEVEL 3 | AC 16 | DEF 14 | SPEED 6 | HP 30

ATTACK ACTIONS

Bash: +6 vs AC; 10 Damage

❑ **Smashing Fists:** +6 vs DEF (Fort); 15 Damage AND Stunned

ABILITIES

Construct • Psionic

Immune Poison

SPECIAL POWERS

❑ **Astral Construct Ability:** Use during setup. Choose 1 of the following effects, which lasts until end of battle: 40 starting HP and +2 Attack; +5 cold Damage; Flight and +2 Speed.

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30 War Chanter

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 40

ATTACK ACTIONS

Short Sword: +13 vs AC; 15 Damage

❑ **Hideous Laughter:** (sight) +11 vs DEF (Will); 15 psychic Damage AND Dazed

ABILITIES

Human • Arcane • War

SPECIAL POWERS

Chant: Replaces attack action: Choose 1 of the following effects, which ends at start of this creature's next turn, or when this creature is destroyed.

Disarray: Enemies within 5 squares of this creature are not affected by their allies' Champion powers, and enemy champions within 5 squares of this creature cannot use Champion powers.

Fear: Whenever an enemy within 5 squares of this creature first becomes Bloodied, roll a d20. If the result is higher than that enemy's Level, push that enemy 6 squares. This movement provokes opportunity attacks. (Fear)

Resistance: Allies have +4 DEF while within 5 squares of this creature.

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20 Xeph Soulknife

LEVEL 7 | AC 21 | DEF 21 | SPEED 6 | HP 45

ATTACK ACTIONS

Mind Blade: +13 vs AC; 15 Damage

Thrown Mind Blade: (range 5) +13 vs AC; 15 Damage

ABILITIES

Xeph • Psionic

SPECIAL POWERS

Finding the Center: Replaces attack action, provokes opportunity attacks: RECHARGE Psychic Burst, then this creature has +2 AC and +2 DEF until start of its next turn.

❑ **Psychic Burst:** Use when making a attack against a living target; +15 psychic Damage on that attack.

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3 City Guard

LEVEL 1 | AC 15 | DEF 11 | SPEED 6 | HP 10

ATTACK ACTIONS

Spear: +6 vs AC; 5 Damage

ABILITIES

Human • Martial

City Watch: This creature can start the battle off the battle map.

SPECIAL POWERS

❑ **Call the Watch:** Use when an enemy in a victory area destroys a creature; if this creature is not on the battle map, place it on the battle map at least 5 squares away from that enemy.

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8 Crucian

LEVEL 3 | AC 19 | DEF 17 | SPEED 5 | HP 30

ATTACK ACTIONS

Warhammer: +8 vs AC; 10 Damage

❑ **Rolling Grapple:** +8 vs DEF (Ref); 15 Damage AND slide 5 squares, then place this creature adjacent to target. RECHARGE when this creature uses Withdrawal.

ABILITIES

Reptile

SPECIAL POWERS

❑ **Withdrawal:** Replaces move action: This creature has Resist 5 All until it moves or attacks.

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16 Dire Wolf

LEVEL 5 | AC 18 | DEF 15 | SPEED 8 | HP 40

ATTACK ACTIONS

Bite: +10 vs AC; 15 Damage

ABILITIES
Beast • Wolf
+4 DEF (Fort)

SPECIAL POWERS

Bring Down Prey: Use when this creature's attack hits a target adjacent to a Wolf ally; that target is Immobilized.

Gnaw: +10 Damage against Immobilized targets.

69 Mordenkainen the Mage

LEVEL 12 | AC 25 | DEF 23 | SPEED 6 | HP 65

ATTACK ACTIONS

Staff: +15 vs AC; 10 Damage

❑ Cone of Cold: (blast 5) +17 vs DEF (Ref); 20 cold Damage AND Immobilized, 10 cold AND Slowed on miss

❑ Mordenkainen's Knife: (range 10) Automatic hit; ongoing 10 Damage until this creature is destroyed

Scorching Burst: (radius 1 within 10) +17 vs DEF (Ref); 15 fire Damage

ABILITIES
Human • Arcane
Unique

SPECIAL POWERS

Mordenkainen's Faithful Hound: 5 Damage to each enemy that starts its turn within 5 squares of this creature.

❑ **Spell Penetration:** Reroll this creature's attack roll.

22 Otyugh

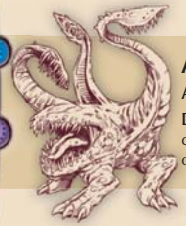
LEVEL 9 | AC 23 | DEF 21 | SPEED 5 | HP 55

ATTACK ACTIONS

Swat: (Reach 3) +16 vs AC; 15 Damage

Diseased Bite: (Immobilized target only) +14 vs DEF (Fort); 20 Damage AND Weakened

Tentacle Grab: (Reach 3) +16 vs AC; 15 Damage AND pull target adjacent AND Immobilized (save ends)



ABILITIES
Aberrant • Beast
Delayed Appearance: This creature must start the battle off the battle map.

SPECIAL POWERS

Stench: Adjacent living creatures have -2 Attack; Otyugh creatures immune.

❑ **Submerged:** Use at start of round; place this creature in your start area or in a square that contains river or sewer terrain.

21 Bladeling Fighter

LEVEL 7 | AC 23 | DEF 19 | SPEED 6 | HP 50

ATTACK ACTIONS

Falchion: +14 vs AC; 15 Damage

❑ Razor Storm: (burst 1) +12 vs DEF (Ref); 15 Damage

ABILITIES
Planar • Martial
Resist 10 Acid

SPECIAL POWERS

Blade Challenge: Use after attacking an enemy with a attack; until start of this creature's next turn, whenever that enemy attacks, it takes 10 Damage if it does not target this creature.

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5 Blue

LEVEL 1 | AC 10 | DEF 12 | SPEED 6 | HP 15

ATTACK ACTIONS

Quarterstaff: +6 vs AC; 5 Damage

Mind Thrust: (nearest) Does not provoke opportunity attacks, +7 vs DEF (Ref); 15 Damage

ABILITIES
Goblin • Psionic

SPECIAL POWERS

❑ **Psionic Ablation:** Use when this creature is targeted by an enemy's attack; -10 Damage on that attack.

4 Dire Rat

LEVEL 1 | AC 15 | DEF 12 | SPEED 8 | HP 10

ATTACK ACTIONS

Bite: +7 vs AC; 5 Damage

ABILITIES
Beast • Rat

SPECIAL POWERS

Pack Frenzy: +2 Attack and +5 Damage while within 3 squares of a Rat ally.

Shifting Swarm: Minor action, only while adjacent to a Rat ally; shift 3 squares, must end adjacent to that ally.

117 Fire Giant

LEVEL 18 | AC 32 | DEF 28 | SPEED 6 | HP 105

ATTACK ACTIONS

Flametouched Greatsword: +25 vs AC; 15 + 10 fire Damage

❑ Pillar of Fire: (burst 1) +23 vs DEF (Ref); 10 fire Damage AND ongoing 5 fire Damage (save ends)

ABILITIES
Giant • Fire
+4 DEF (Fort)
Resist 30 Fire
Reach 2

SPECIAL POWERS

Fiery Cleave: Immediate, when this creature's attack destroys an enemy; each enemy adjacent to that enemy takes 10 fire Damage, then this creature makes a attack.

23 Hobgoblin Sergeant

LEVEL 6 | AC 21 | DEF 18 | SPEED 5 | HP 45

ATTACK ACTIONS

Spear: +14 vs AC; 15 Damage

Stick and Shove: +12 vs DEF (Fort); 10 Damage AND push 1 square AND this creature shifts 1 square closer to target

ABILITIES
Goblin • Hobgoblin

SPECIAL POWERS

Phalanx Fighting: +2 AC while adjacent to an ally.

CHAMPION 2 ❑❑

- Use when an ally is targeted by a or attack. Each target of that attack has Resist 5 All until end of turn.
- Use at start of round. Until end of round, whenever an ally makes an attack, it has +1 Attack for each other active ally adjacent to target of that attack.

150 King Snurre

LEVEL 19 | AC 31 | DEF 28 | SPEED 6 | HP 125

ATTACK ACTIONS

Greatsword: +25 vs AC; 15 + 10 fire Damage

Sweeping Sword: Make a attack against 2 different Medium or smaller targets.

ABILITIES

Evil • Giant • Fire

Unique; Reach 2

Resist 30 Fire

SPECIAL POWERS

Eyes On Me: Make an immediate attack against any adjacent enemy that shifts or attacks a creature other than this creature.

CHAMPION 3 ❑❑❑

Warband Building: All Giant creatures are legal in your warband.

- Use when an enemy is hit by a attack: +10 fire Damage on that attack AND push 1 square from attacker.
- Use at start of round. All Fire creatures have +2 Speed until end of round.

5 Lemure

LEVEL 1 | AC 18 | DEF 10 | SPEED 4 | HP 20

ATTACK ACTIONS

Claw: +6 vs AC; 5 Damage

ABILITIES

Evil • Devil

Mindless: Immune to attack that target DEF (Will).

Uncontrolled: Never considered to flank enemies

SPECIAL POWERS

❑ **Demoted:** Use at end of round, only if this creature occupies one of your victory areas; destroy this creature, then 1 adjacent Devil has +2 Attack until end of battle.

16 Lizardfolk Rogue

LEVEL 5 | AC 21 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Claws: +10 vs AC; 10 Damage

❑ **Blowgun:** (range 10) +11 vs AC; 10 poison Damage AND Slowed (save ends). RECHARGE at end of this creature's turn if it did not attack that turn.

ABILITIES

Lizardfolk • Stealth

+4 DEF (Ref)

SPECIAL POWERS

Quick Strike: Combat advantage against creatures with lower Speed.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

98 Lord Soth

LEVEL 16 | AC 29 | DEF 28 | SPEED 5 | HP 100

ATTACK ACTIONS

Greatsword: +23 vs AC; 20 + 5 necrotic Damage

❑ **Unholy Flames:** (radius 2 within 10) +21 vs DEF (Fort); 30 necrotic OR 30 fire Damage

ABILITIES

Evil • Undead

Unique; Immune Poison

Vulnerable 10 Radiant

Resilient: Never considered Bloodied.

SPECIAL POWERS

Aura of Fear: Enemies within 5 squares have -2 Attack.

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack.

CHAMPION 3 ❑❑❑

Warband Building: All non-Good Undead creatures are legal in your warband.

- Use after this champion attacks. This round, your opponent cannot activate targets of that attack until after all that opponent's other creatures have activated.
- Use when an adjacent enemy activates. That enemy takes 10 Damage and cannot move away on its turn.

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32 Manticore

LEVEL 9 | AC 22 | DEF 20 | SPEED F6 | HP 60

ATTACK ACTIONS

Claw: +13 vs AC; 15 Damage

Spike: (range 10) +11 vs AC; 10 Damage

❑ **Spike Volley:** (radius 1 within 10) +13 vs AC; 10 Damage

ABILITIES

Magical Beast

Flight

SPECIAL POWERS

❑ **Manticore's Fury:** Replaces attack action: Make a Claw attack, make a Spike attack, and shift 1 square (in any order).

41 Rakshasa

LEVEL 10 | AC 24 | DEF 20 | SPEED 7 | HP 55

ATTACK ACTIONS

Claw: +17 vs AC; 15 Damage

❑❑ **Bigby's Slapping Hand:** (nearest) +15 vs DEF (Ref); target provokes opportunity attacks

Hold Ray: (nearest) +15 vs DEF (Ref); 10 Damage AND Immobilized

ABILITIES

Evil • Rakshasa • Arcane • Mastermind

+4 DEF (Will)

SPECIAL POWERS

❑❑ **Slide:** Replaces attack action: Choose a creature within 5 squares of this creature; slide that creature 3 squares.

CHAMPION 2 ❑❑

- Use 1 Champion power of an enemy champion, as if this creature had that Champion power.
- Use when an Arcane ally hits with an attack. Until end of its next turn, that ally is invisible to each creature hit by that attack.

20 Scarlet Brotherhood Monk

LEVEL 6 | AC 19 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Poisoned Strike: +10 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)

Flurry of Blows: 3 attacks, +7 vs AC each; 10 Damage each

ABILITIES

Evil • Human • Ki

SPECIAL POWERS

❑ **Hit and Run:** Replaces turn: Make a Flurry of Blows attack, then this creature shifts up to its Speed.

Powerful Charge 5: +5 Damage on charge.

4 Zombie

LEVEL 1 | AC 12 | DEF 11 | SPEED 5 | HP 25

ATTACK ACTIONS

Slam: +4 vs AC; 10 Damage

ABILITIES

Undead

SPECIAL POWERS

Undead Bolstered: +2 Attack and +5 Damage while adjacent to an Undead ally.

50 Blue Slaad

LEVEL 12 | AC 24 | DEF 20 | SPEED 6 | HP 100

ATTACK ACTIONS

Claws: +15 vs AC; 25 Damage AND roll a d20. 1-10: Slide target 2 squares; 11-20: This creature teleports 2 squares.

❑ Ravager's Fury: (burst 2, enemies only; only while Bloodied) +15 vs AC; 15 Damage. After resolving all attacks, this creature heals 5 HP for each target hit.

ABILITIES

Slaad • Chaos

+4 DEF (Fort)

Reach 2

SPECIAL POWERS

Reckless: While not Bloodied, this creature has +5 Damage and Vulnerable 5 All.

16 Bugbear Footpad

LEVEL 5 | AC 23 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Morningstar: +10 vs AC; 10 Damage

Dart: (range 5) +10 vs DEF (Fort): ongoing 10 poison Damage (save ends)

ABILITIES

Goblin • Bugbear • Stealth

Hide

SPECIAL POWERS

Footpad: Minor action; choose 1 enemy that cannot see this creature; this creature has combat advantage against that enemy until end of this creature's turn.

Sneak Attack 10: +10 Damage whenever this creature has combat advantage against target.

11 Displacer Serpent

LEVEL 3 | AC 17 | DEF 15 | SPEED 7 | HP 30

ATTACK ACTIONS

Fanged Strike: +8 vs AC; ongoing 10 poison Damage (save ends)

ABILITIES

Beast • Reptile

+4 DEF (Ref)

Conceal 6

SPECIAL POWERS

Displacing Strike: Immediate, when missed by a ⚔ or ➶ attack; teleport 5 squares, then make a ⓐ attack.

30 Drider Sorcerer

LEVEL 9 | AC 21 | DEF 23 | SPEED 7 | HP 45

ATTACK ACTIONS

Dagger: +14 vs AC; 10 Damage

❑❑ ➶ Baleful Transposition: (range 5) +16 vs DEF (Will); 1 ally within 5 squares of this creature switches positions with target. Both creatures must end in legal positions.

❑ Lightning Bolt: (line 10) +14 vs DEF (Ref); 20 lightning Damage, 10 lightning on miss

Slashing Darkness: (sight) +14 vs DEF (Ref); 10 necrotic Damage

ABILITIES

Drow • Spider • Arcane

Conceal 6

SPECIAL POWERS

Darkfire: Enemies within 2 squares do not benefit from Conceal or invisibility.

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10 Drow Fighter

LEVEL 4 | AC 19 | DEF 17 | SPEED 6 | HP 35

ATTACK ACTIONS

Short Sword: +11 vs AC; 10 Damage

❑ ⚔ Poisoned Blade: +11 vs AC; 10 Damage AND Weakened. RECHARGE when an adjacent Drow ally is targeted by a ⚔ or ➶ attack.

ABILITIES

Drow • Martial

SPECIAL POWERS

❑ Hamstring: Use when this creature's ⚔ attack hits with combat advantage against target; target is also Immobilized (save ends).

19 Drow Rogue

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 45

ATTACK ACTIONS

Dagger: +11 vs AC; 5 + 5 poison Damage

⚔ Strike and Fade: +9 vs DEF (Ref); 5 + 5 poison Damage AND this creature shifts 2 squares

ABILITIES

Drow • Martial • Stealth

SPECIAL POWERS

In the Shadows: Use at start of this creature's turn, only while adjacent to a wall; +4 DEF until start of this creature's next turn.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

11 Ettercap

LEVEL 3 | AC 19 | DEF 15 | SPEED 6 | HP 30

ATTACK ACTIONS

Bite: +8 vs DEF (Fort); 5 + 5 poison Damage

⚔ Web Tangle: +8 vs DEF (Ref); Immobilized (save ends)

ABILITIES

Spider

104 Frost Giant

LEVEL 17 | AC 29 | DEF 27 | SPEED 7 | HP 120

ATTACK ACTIONS

Icy Greataxe: +20 vs AC; 20 + 10 cold Damage

❑ ⚔ Chilling Strike: +20 vs AC; 20 + 10 cold Damage AND target has Vulnerable 10 Cold (save ends). RECHARGE when first Bloodied.

ABILITIES

Giant • Cold

Resist 15 Cold

Reach 2

Solid Footing: Not subject to push, pull, or slide effects of enemies.

SPECIAL POWERS

❑ Death Strike: Immediate, when destroyed; make a ⓐ attack.

25 Ghast

LEVEL 8 | AC 24 | DEF 20 | SPEED 7 | HP 50

ATTACK ACTIONS

Bone Club: +15 vs AC; 15 Damage

Ghoulish Bite: +15 vs AC; 20 Damage AND Stunned

ABILITIES
Undead

SPECIAL POWERS

Feeding Frenzy: Use when an adjacent living creature is destroyed; RECHARGE Ghoulish Bite; this creature heals 25 HP AND is Dazed until end of its next turn.

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33 Gnoll Sergeant

LEVEL 8 | AC 24 | DEF 20 | SPEED 7 | HP 55

ATTACK ACTIONS

Heavy Flail: +17 vs AC; 15 Damage

Whirling Flail: (burst 1) +15 vs AC; 15 Damage

ABILITIES
Gnoll

SPECIAL POWERS

Bloodthirsty 10: +10 Damage against Bloodied targets.

CHAMPION 2

- Use when an ally causes an enemy to become Bloodied. 1 other ally adjacent to that enemy makes a attack.
- Use at start of round. Until end of round, whenever an ally makes a attack, it has +5 Damage on that attack if 2 or more of its allies are adjacent to target of that attack.

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14 Grick

LEVEL 5 | AC 16 | DEF 13 | SPEED 6 | HP 45

ATTACK ACTIONS

Tentacle Rake: +8 vs AC; 15 Damage

ABILITIES
Aberrant • Beast
+4 DEF (Will)
Resist 5 All

SPECIAL POWERS

Evil Resonance: +2 Attack while within 5 squares of an Evil ally.

Murderous: On its turn, this creature cannot move or attack a non-Bloodied target while adjacent to a Bloodied enemy.

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54 Lareth the Beautiful

LEVEL 11 | AC 25 | DEF 22 | SPEED 5 | HP 65

ATTACK ACTIONS

Rod of Striking: +18 vs AC; 20 Damage AND target is considered Bloodied until start of its next turn

Confusion: (radius 2 within sight): +16 vs DEF (Will); Confused

Searing Light: (sight) +16 vs DEF (Ref); 10 radiant Damage

ABILITIES
Evil • Human • Divine • Chao

SPECIAL POWERS

Avatar of Chaos: Whenever a creature makes an attack while within 5 squares of this creature, roll a d20. 1-5: Attacker takes 10 Damage. 6-15: No effect. 16-20: +5 Damage on that attack.

Painful Visage: Use at start of round; each enemy that starts its turn with line of sight to this creature has -2 Attack until end of round.

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64 Lich Necromancer

LEVEL 14 | AC 28 | DEF 26 | SPEED 6 | HP 85

ATTACK ACTIONS

Shadow Touch: +19 vs DEF (Fort); 15 necrotic Damage

Dark Grasp: (range 10) +19 vs DEF (Will); 25 necrotic Damage AND Immobilized (save ends; Undead target Dominated [save ends] instead), 10 necrotic only on miss

Necrotic Pulse: (burst 3) +17 vs DEF (Fort); 20 necrotic Damage AND Slowed

ABILITIES
Evil • Undead • Arcane
Resist 10 Necrotic
Vulnerable 10 Radiant

SPECIAL POWERS

Absorb Animus: Minor action; 1 adjacent Undead creature takes 5 Damage; this creature heals 5 HP.

Corpse Channel: Minor action; this creature takes 20 Damage; RECHARGE Dark Grasp.

Raise Dead: Use when a living enemy within 5 squares of this creature is destroyed; place 1 new Undead creature with cost 6 or less in that enemy's space. That creature is part of your warband and is considered to have activated this round.

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17 Minotaur

LEVEL 5 | AC 18 | DEF 16 | SPEED 6 | HP 50

ATTACK ACTIONS

Greataxe: +9 vs AC; 20 Damage

ABILITIES
Minotaur
Reach 2

SPECIAL POWERS

Smell of Blood: +2 Attack and +5 Damage while within 5 squares of a Bloodied creature.

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16 Minotaur Skeleton

LEVEL 6 | AC 16 | DEF 16 | SPEED 6 | HP 55

ATTACK ACTIONS

Greataxe: +9 vs AC; 15 Damage

Goring Charge: (only on charge) +9 vs AC; 20 Damage AND Dazed

ABILITIES
Undead
Reach 2

SPECIAL POWERS

Powerful Charge 5: +5 Damage on charge.

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8 Orc Brute

LEVEL 2 | AC 15 | DEF 11 | SPEED 6 | HP 25

ATTACK ACTIONS

Greatclub: +5 vs AC; 15 Damage

Warrior's Surge: (only while Bloodied) +5 vs AC; 25 Damage AND this creature heals 10 HP

ABILITIES
Orc • Primal

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19 Quasit

LEVEL 6 | AC 22 | DEF 20 | SPEED F6 | HP 45

ATTACK ACTIONS

Claw: +11 vs AC; 10 Damage AND ongoing 5 poison Damage (save ends)

❑ **Irrational Fear:** (blast 5, enemies only) +11 vs DEF (Will); 10 psychic Damage AND push 5 squares; this movement provokes opportunity attacks. RECHARGE when this creature uses Vanish. (Fear)

ABILITIES

Evil • Demon

Flight

Resist 5 Poison, Fire

SPECIAL POWERS

❑ **Vanish:** Replaces attack action: This creature is invisible until after it attacks.

32 Red Wyrmling

LEVEL 9 | AC 24 | DEF 22 | SPEED F8 | HP 60

ATTACK ACTIONS

Fiery Bite: +16 vs AC; 10 + 5 fire Damage

❑ **Fiery Breath:** (blast 5) +14 vs DEF (Ref); 20 fire Damage, 10 fire Damage on miss. RECHARGE when first Bloodied.

ABILITIES

Evil • Dragon

Flight

Resist 5 Fire

SPECIAL POWERS

❑ **Battle-Crazed:** Use when first Bloodied; until end of round, make an immediate attack whenever an adjacent ally is targeted by an attack.

❑ **Cleave:** Immediate, when this creature's attack destroys an enemy; make a attack.

11 Tanarukk

LEVEL 4 | AC 16 | DEF 14 | SPEED 6 | HP 45

ATTACK ACTIONS

War Axe: +7 vs AC; 20 Damage

❑ **Headbutt:** (only on charge) +5 vs DEF (Fort); 20 Damage AND Dazed

ABILITIES

Evil • Orc • Demon

Resist 5 Fire

14 Werewolf

LEVEL 4 | AC 16 | DEF 14 | SPEED 6 | HP 45

ATTACK ACTIONS

Claw: +8 vs AC; 15 Damage

❑ **Savage Rend:** Make 2 Claw attacks against the same target; if both hit, target is also Dazed (save ends).

ABILITIES

Shapeshifter • Wolf

SPECIAL POWERS

Bloodthirsty 5: +5 Damage against Bloodied targets.

Wolfen Charge: +2 Speed while charging.

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291 Huge Gold Dragon

LEVEL 19 | AC 35 | DEF 31 | SPEED F9 | HP 165

ATTACK ACTIONS

Claw: +25 vs AC; 25 Damage

❑ **Fiery Breath:** (blast 5) +21 vs DEF (Ref); 40 fire Damage and Weakened (save ends), 20 fire only on miss. RECHARGE when first Bloodied.

❑ **Frightful Presence:** (burst 3, enemies only) +23 vs DEF (Will); Stunned AND until this creature is hit by an attack, -4 Attack against it (Fear)

ABILITIES

Good • Dragon

Flight

Resist 40 Fire

Reach 2

CHAMPION 3 ❑❑❑

• Use when an ally destroys an Evil enemy. Score +15 VP.

• Use when this creature ends its turn in a victory area occupied by 1 or more enemies. RECHARGE Frightful Presence, then make a Frightful Presence attack.

287 Cloud Giant

LEVEL 24 | AC 35 | DEF 33 | SPEED 8 | HP 135

ATTACK ACTIONS

Morningstar: +31 vs AC; 30 Damage

Gale Force: (blast 3) +29 vs DEF (Fort); 20 Damage AND push 5 squares

ABILITIES

Elemental • Giant • Thunder

Reach 3

SPECIAL POWERS

❑ **Levitate:** Minor action; this creature has Speed F8 until end of its next turn.

❑ **Shroud of Mist:** Use when this creature would be hit by a attack; that attack instead misses.

CHAMPION 2 ❑❑

• Use at start of round. Until end of round, allies have +4 Attack against smaller creatures.

• Use at start of round. Until end of round, all and attacks with range sight have range 5 instead.

278 Storm Giant

LEVEL 23 | AC 35 | DEF 33 | SPEED F8 | HP 135

ATTACK ACTIONS

Greatsword: +30 vs AC; 25 Damage

Stormbow: (sight) +28 vs DEF (Ref); 10 lightning + 10 thunder Damage

❑ **Tempest:** (blast 3) +26 vs DEF (Fort); 30 thunder Damage AND push 4 squares AND Dazed; on miss, 10 thunder Damage AND push 1 square

ABILITIES

Elemental • Giant • Thunder

Flight

Resist 20 Lightning, Thunde

Reach 3

SPECIAL POWERS

❑ **Epic Battle:** Use after this creature has destroyed enemies with combined Level of 24 or higher; score +25 VP.

44 Treant

LEVEL 11 | AC 25 | DEF 23 | SPEED 8 | HP 70

ATTACK ACTIONS

Slam: +18 vs AC; 20 Damage

❑ **Grasping Roots:** (blast 3): +14 vs DEF (Ref); 20 Damage AND Slowed (save ends)

ABILITIES

Fey • Plant

Forest Walk: Forest terrain does not affect this creature's movement.

Stomp: Can move through spaces occupied by Large or smaller enemies.

Vulnerable 10 Fire; Reach 3

SPECIAL POWERS

Trample: Use while moving through a space occupied by an enemy, only once per turn; make a attack against that enemy.

151 Warforged Titan

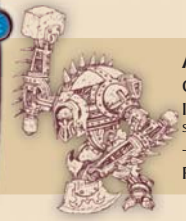
LEVEL 20 | AC 30 | DEF 28 | SPEED 9 | HP 140

ATTACK ACTIONS

Axe: +23 vs AC; 25 Damage AND 1 enemy adjacent to target takes 10 Damage

Maul: +25 vs AC; 20 Damage AND slide 2 squares

Twin Strike: (only while Bloodied) Make a Maul attack, then make an Axe attack against a different target.



ABILITIES

Construct • War

Inexorable: Can move through spaces occupied by enemies.

+8 DEF (Will); Resist 5 All

Reach 3

SPECIAL POWERS

Powerful Charge 10: +10 Damage on charge.

Trample: Use while moving through a space occupied by an enemy, only once per turn; make a attack against that enemy.

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75 Behir

LEVEL 15 | AC 31 | DEF 27 | SPEED 8 | HP 90

ATTACK ACTIONS

Claw: +22 vs AC; 20 Damage

Bite: +20 vs DEF (Ref); 10 + 10 lightning Damage AND Large or smaller target is Immobilized

Lightning Breath: (blast 5) +18 vs DEF (Ref); 20 lightning Damage AND Dazed, 10 lightning only on miss. RECHARGE when first Bloodied.

ABILITIES

Magical Beast

Resist 15 Lightning

Reach 2

SPECIAL POWERS

Devour: Use whenever this creature makes a Bite attack against an Immobilized target; +10 Damage on that attack.

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59 Bulette

LEVEL 9 | AC 27 | DEF 22 | SPEED 6 | HP 90

ATTACK ACTIONS

Bite: +14 vs AC; 20 Damage

Earthcrest: (burst 2) Use at end of move, only if this creature moves at least 3 squares from its starting position using Burrow; +15 vs AC; 20 Damage

ABILITIES

Beast

Burrow

+4 DEF (Fort)

SPECIAL POWERS

Broken Ground: All squares adjacent to this creature count as difficult terrain for enemies.

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122 Fiendish Tyrannosaurus Rex

LEVEL 17 | AC 28 | DEF 24 | SPEED 7 | HP 130

ATTACK ACTIONS

Chomp: +20 vs AC; 35 Damage

Fiendish Roar: (blast 3) +17 vs DEF (Fort); 20 thunder Damage

Stomp: (Large or smaller target only) +20 vs AC; 45 Damage

ABILITIES

Evil • Magical Beast

Resist 10 Fire

Reach 2

Thick-Skinned: Automatically succeeds on saves to end ongoing damage.

SPECIAL POWERS

Death Knell: Immediate, when destroyed; RECHARGE Fiendish Roar, then make a Fiendish Roar attack.

Trophy: Opponent scores +25 VP if this creature is destroyed by an enemy of level 10 or lower.

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119 Fomorian

LEVEL 17 | AC 34 | DEF 30 | SPEED 7 | HP 105

ATTACK ACTIONS

Club: +25 vs AC; 20 Damage

Evil Eye: (range 5); +20 vs DEF (Will); Immobilized (save ends, also ends when this creature makes an Evil Eye attack)

ABILITIES

Evil • Fey • Giant

Reach 3

SPECIAL POWERS

Cleave: Immediate, when this creature's attack destroys an enemy; make a attack.

Skullcracker: +10 Damage against Immobilized targets.

Twisted Glare: Minor action, once per turn; make an Evil Eye attack.

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269 Glabrezu

LEVEL 22 | AC 32 | DEF 30 | SPEED 7 | HP 195

ATTACK ACTIONS

Pincer: +25 vs AC; 20 Damage

Abyssal Bolt: (range 5) +23 vs DEF (Ref); 10 Damage

Chaos Word: (burst 3) +21 vs DEF (Fort); 20 Damage, which cannot be reduced

Double Attack: Make 2 attacks; if both hit the same target, that target is also Immobilized.

ABILITIES

Evil • Demon

Blindsight

Reach 3

SPECIAL POWERS

Glabrezu Fury: Immediate, when first Bloodied; teleport 10 squares, then RECHARGE Chaos Word, then make a or attack.

Magical Brute: Minor action, once per turn; make a or attack.

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216 Huge Red Dragon

LEVEL 21 | AC 33 | DEF 31 | SPEED F8 | HP 160

ATTACK ACTIONS

Fiery Bite: +30 vs AC; 20 + 10 fire Damage

Fiery Breath: (blast 5) +27 vs DEF (Ref); 35 fire Damage, 15 fire on miss. RECHARGE when first Bloodied.

Tail Strike: +32 vs AC; 15 Damage AND push 2 squares

ABILITIES

Evil • Dragon

Flight

Resist 30 Fire

Reach 2

SPECIAL POWERS

Amass the Hoard: Use at end of round, only while occupying one of your victory areas; you score +10 VP. RECHARGE when this creature destroys an enemy.

Reflexive Strike: Immediate, when an enemy moves into a space adjacent to this creature; make a Tail Strike attack against that enemy.

Scorch: Use when this creature hits with an attack that deals fire damage; target of that attack loses Resist Fire until end of round.

Soul of Fire: Use when this creature misses with an attack that deals fire damage; reroll that attack.

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393 Nightwalker

LEVEL 24 | AC 35 | DEF 31 | SPEED 6 | HP 235

ATTACK ACTIONS

Sapping Blow: +28 vs AC; 20 + 20 necrotic Damage

Finger of Death: (range 5, Bloodied target only) +25 vs DEF (Fort); destroyed. RECHARGE when this attack misses.

Void Gaze: (blast 5) +25 vs DEF (Will); 30 necrotic Damage AND push 4 squares

ABILITIES

Evil • Shadow • Undead

Immune Poison; Resist 20 Cold Necrotic

Vulnerable 10 Radiant

Reach 3

SPECIAL POWERS

Death Gaze: Immediate, after this creature's attack destroys an enemy, only while Bloodied; make a Void Gaze attack.

Deathport: Use when this creature destroys a creature; teleport 5 squares.

Domineering: Your warband cannot include any champions.

Void Chill: Whenever a living enemy starts its turn within 3 squares of this creature, that enemy takes 10 cold Damage OR 10 necrotic Damage (your choice).

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Giants of Legend™ *Credits*

DUNGEONS & DRAGONS ***Miniatures Battle Rules***
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